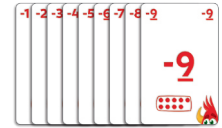


Koomi is a fun and quick educational game that teaches children basic math skills by trying to reach the number -10 or 10 using addition, subtraction, sign reversal or a mix of those.

# koomi



Contents of the card game:

**54 Numbered cards:**

27 green cards, numbered 1 to 9. These represent positive numbers.

27 red cards, numbered -1 to -9. These represent negative numbers.

**16 Special cards:**

6 Koomi Helpers - Cards that help you reach -10 or 10 (See *Function of Special Cards in Koomi*).

10 Koomi Jokers - Cards that plays a trick or two. (See *Function of Special Cards in Koomi*).

4 quick reference cards for Special Cards.

4 blank spare cards.

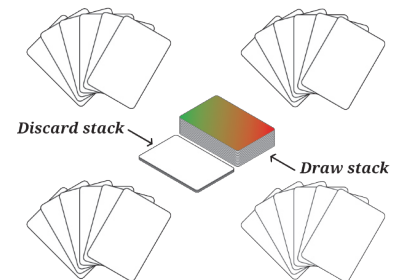
## Getting started

1. The youngest player is the first card dealer who shuffles the cards and gives each player 6 cards dealt with the face down. The card dealer shifts clockwise after each game.
2. Each player picks up his/her cards without showing them to the other players.
3. The remaining cards are put in the middle of the table, with the back side facing up. This is the "draw stack".
4. Now flip the top card of the draw stack and place it with the front facing up next to the draw stack. Keep flipping till a numbered card or numbered special card is flipped. This stack is the "discard stack" - where players throw their cards.

## Playing the game

The direction of play is clockwise and the player to the left of the card dealer starts the game. Looking at the top card of the discard stack the player has one of three options:

- Option 1** Reach -10 or 10 by discarding as many or as little cards as he/she wants.
- Option 2** Play a Special card (See *Function of Special Cards in Koomi*).
- Option 3** Take the top card from the draw stack.



**Example of play**

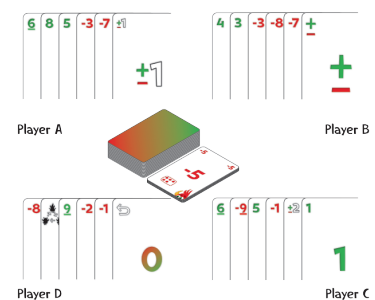
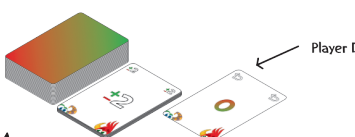
The top card on the discard stack is -5 (red) and Player A has the following cards on hand: 8 (green), 6 (green), 5 (green), -7 (red), -3 (red), +/- 1 (Koomi Helper).

Player A plays the following cards: +/- 1, 6 and 8, reaching the number 10 (**Option 1**). When playing the cards, players must lay out the cards next to the discard stack showing the calculation and saying the calculation out loud: -5 (*discard stack*) + 1 + 6 + 8 = 10. The Koomi Helper +/-1 was used as 1, in this case.

When the calculation is done, Player A collects the cards, and puts them on the *discard stack*.



The top card on the discard stack is still 8. Player C plays +/-2 Koomi Helper next to the *discard stack* (**Option 2**) and says out loud 8 plus 2 equals 10. Lastly Player C puts the +/-2 card on the *discard stack*.

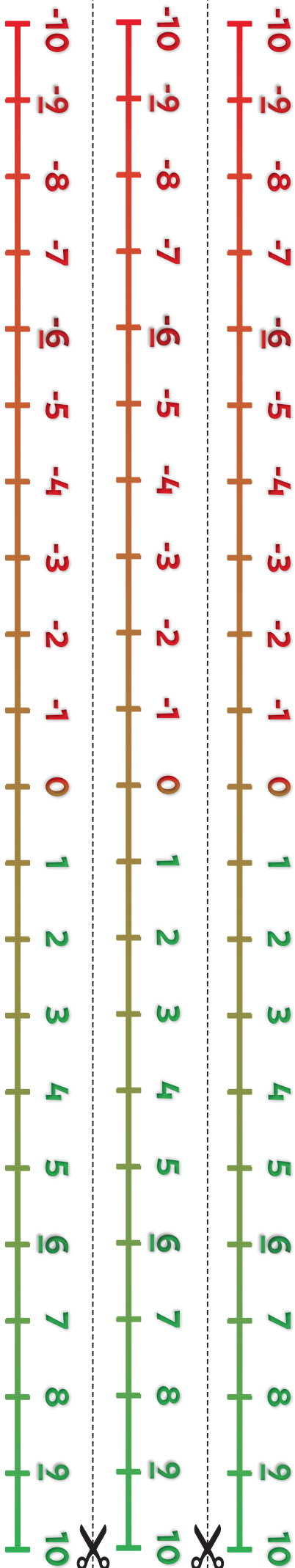


The top card on the *discard stack* is now 8 (green), and Player B has the following cards on hand: 4 (green), 3 (green), -3 (red), -8 (red), -7 (red), "swap sign of number" (Koomi Helper). Unable to reach either 10 or -10, Player B must take the top card from the *draw stack* (**Option 3**).



Player D puts a "Reset" Koomi Joker on the *discard stack* (**Option 2**). This card has the value of 0, and Player A now has to reach 10 or -10 from 0.

**TIP:** For the youngest children, it is helpful to lay down all the cards with the front facing up on the table, and help explain the dynamics of the game.



## Winning the game

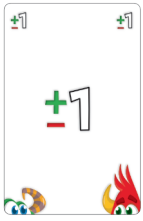
The first player that gets rid of all his/her cards wins the game.

If no player is out of cards by the time the *draw stack* is depleted, the top card from the *discard stack* is kept, and the rest of the discard stack is flipped and used as a new *draw stack*.

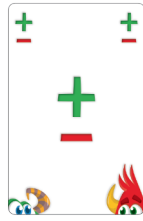
## Functions of special cards in Koomi

Special cards **are always the first card** you put on the discard stack and players are allowed to use **one** per turn. The action of the special card always has to be completed.

### Koomi Helpers



The player can decide freely, if this is -1 or 1.  
If it is on the top of the discard stack, the next player can use it as either -1 or 1 irrespective of what the previous player chose.  
This is a numbered special card.

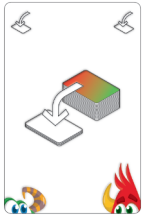


The player can change any card on hand to the opposite sign/value. Playing this card, the player can change a -5 (red/negative 5) to a 5 (green/positive five).  
This is a non-numbered special card.

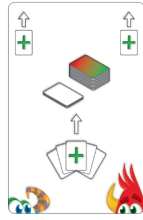


The player can decide freely, if this is -2 or 2.  
If it is on the top of the discard stack, the next player can use it as either -2 or 2 irrespective of what the previous player chose.  
This is a numbered special card.

### Koomi Jokers



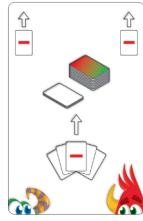
The player turns the top card from the draw stack, and places it face up on the discard stack until a number card or numbered special card is flipped. The player continues his/her turn based on the new top card on the discard stack.  
This is a non-numbered special card.



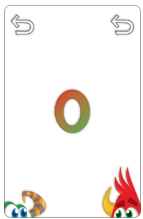
The player can put any positive card (green) from her/his hand, on the discard stack regardless of what the current card is.  
This is a non-numbered special card.



All players put their cards face down on the table, and rotate seats clockwise. The players, having rotated, pick up the set of cards left by the other player and continue the game with this set of cards. This card has the value of 0, meaning that the next player has to reach -10 or 10 from 0.  
This is a numbered special card.



The player can put any negative card (red) from his/her hand, on the discard stack regardless of what current card is.  
This is a non-numbered special card.



This card resets the value of 0, meaning that the next player has to reach -10 or 10 from 0.  
This is a numbered special card.

Rules in other languages



## Game Variations

For the youngest player: Remove all the red numbered cards, and only try to hit 10.

Remove all the red numbered cards, but keep -1 and -2 cards, and only try to hit 10.

Remove the green numbered cards, and only try to hit -10.

Remove some or all of the special cards

Play with all cards facing up on the table. (Only when the players are of equal skill level).



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